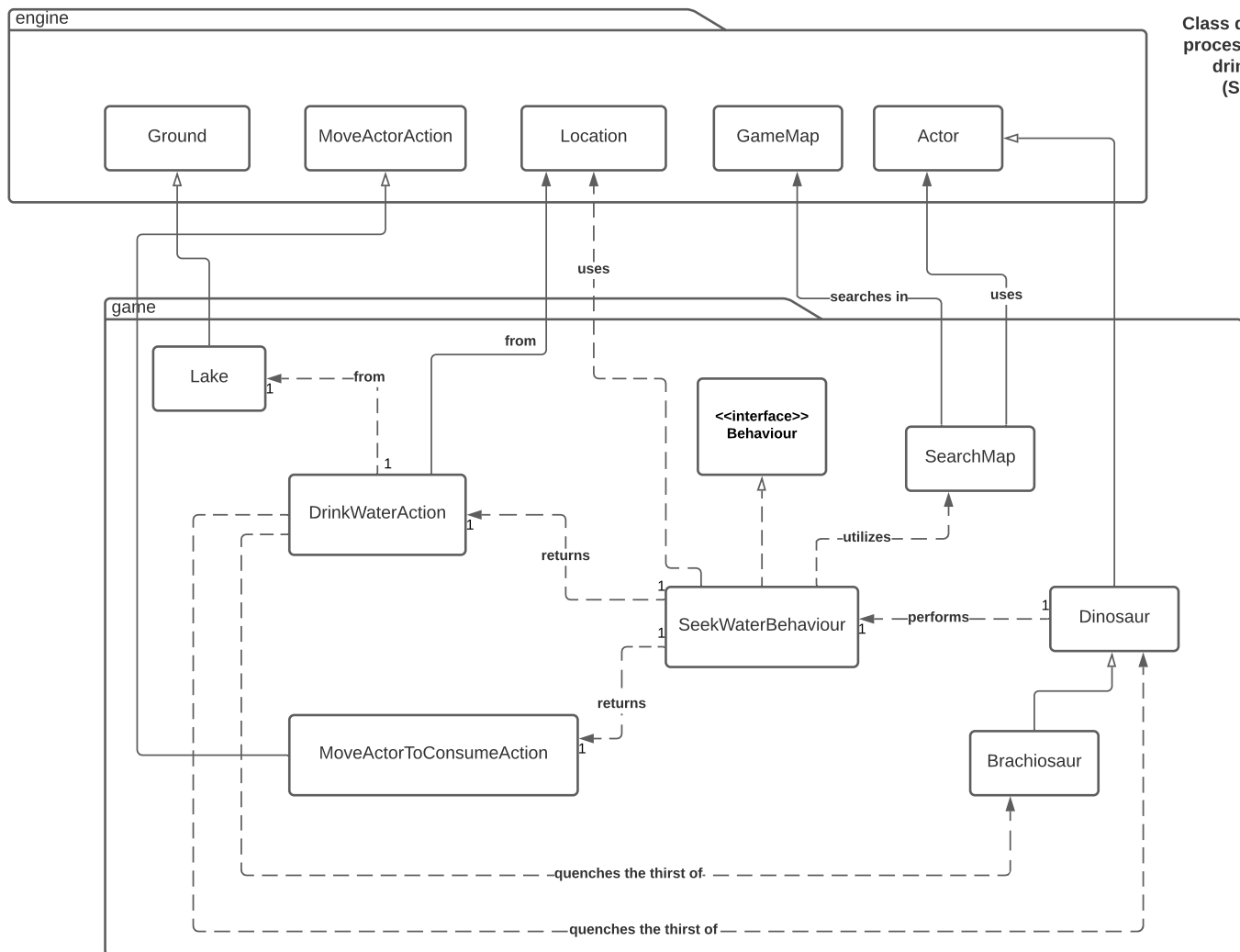


Assignent 3 UML diagrams

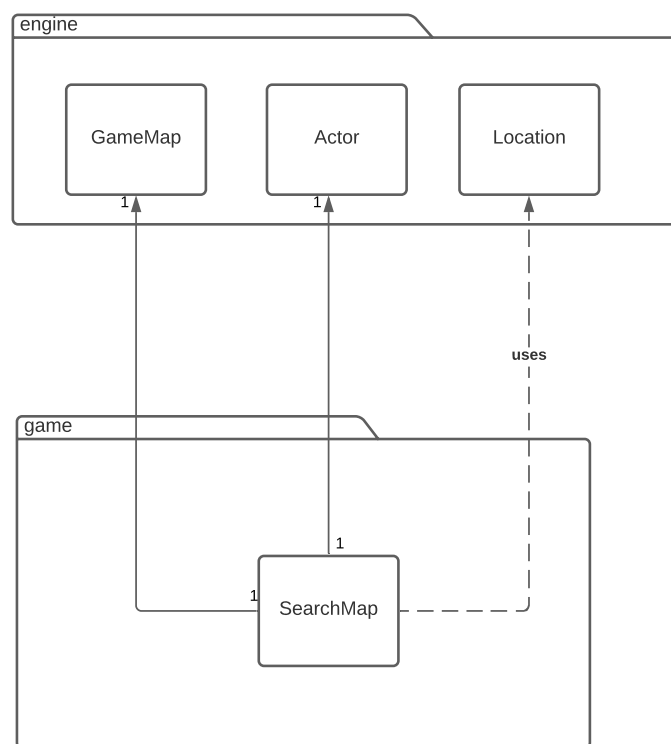
Members:

Abhishek Shrestha

Amindu Kumarasinghe

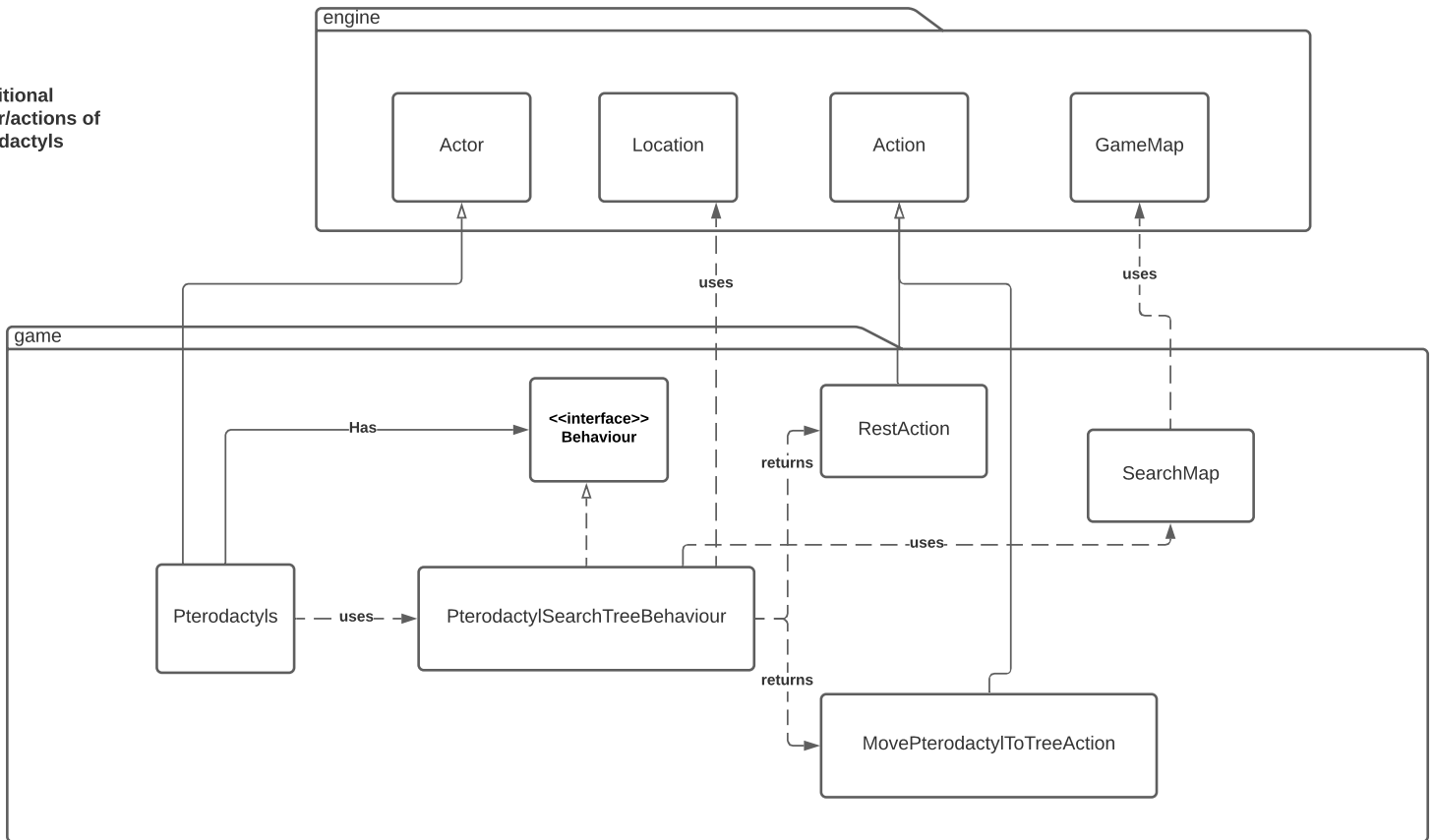


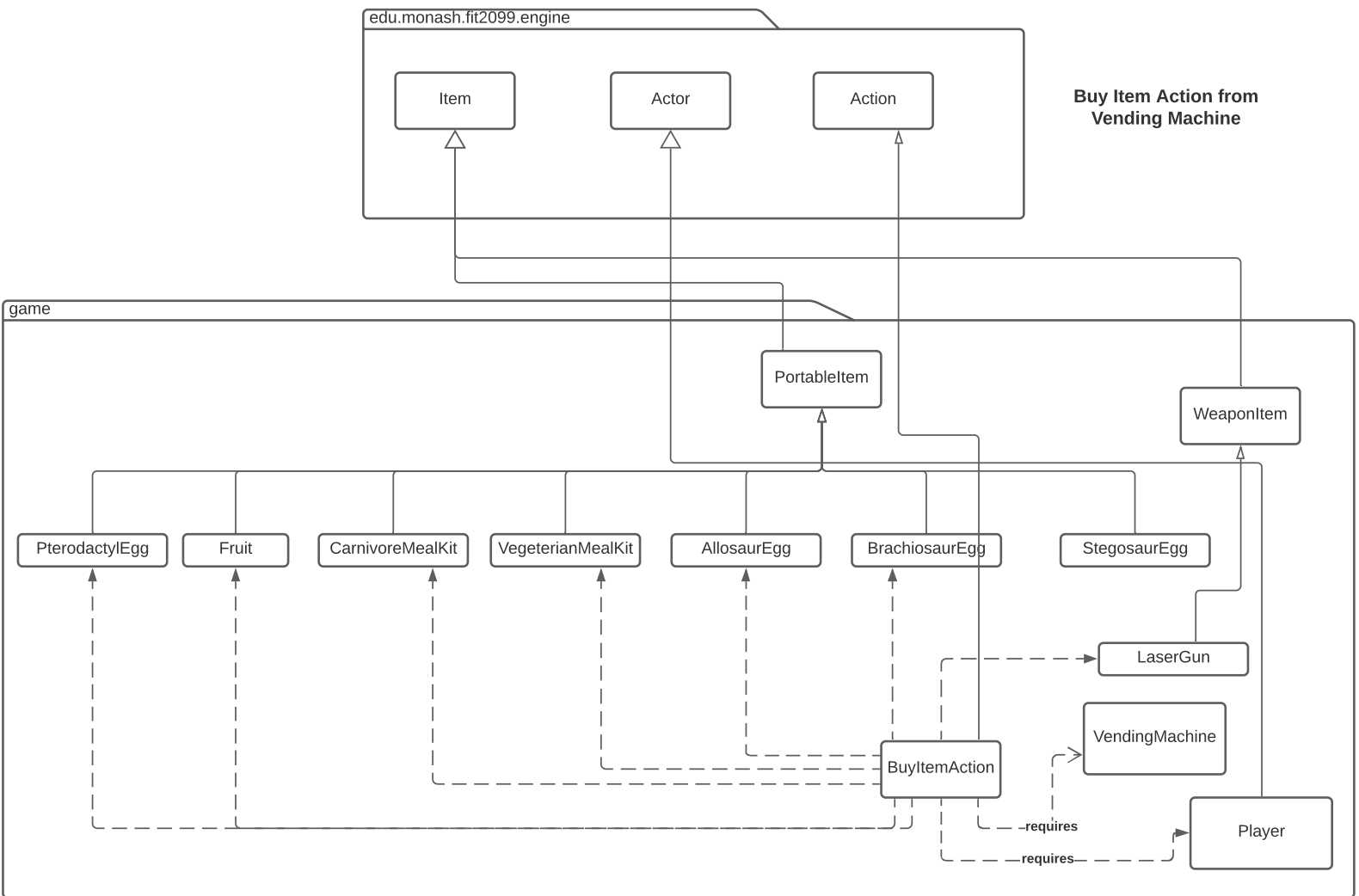
Class diagram for the process of dinosaurs drinking water (SeekWater)

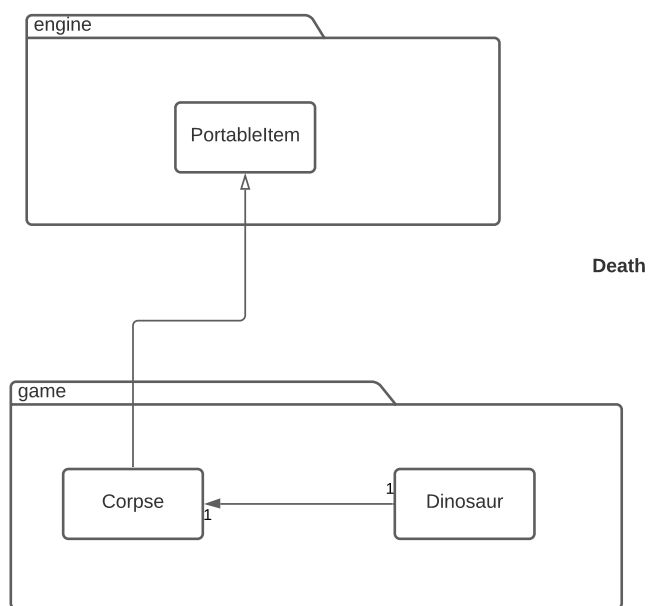


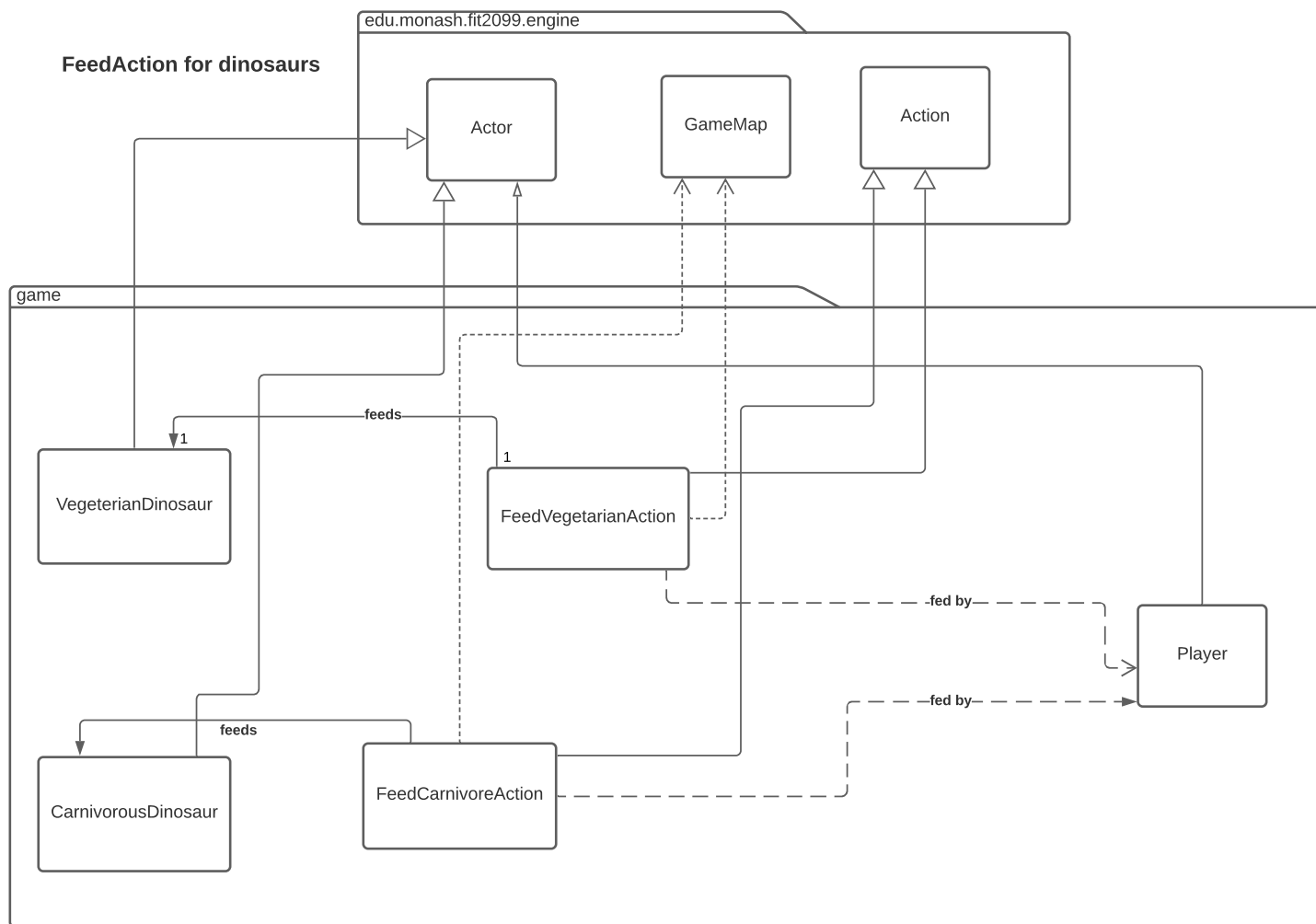
class diagram for the
SearchMap class

Additional
behaviour/actions of
pterodactyls

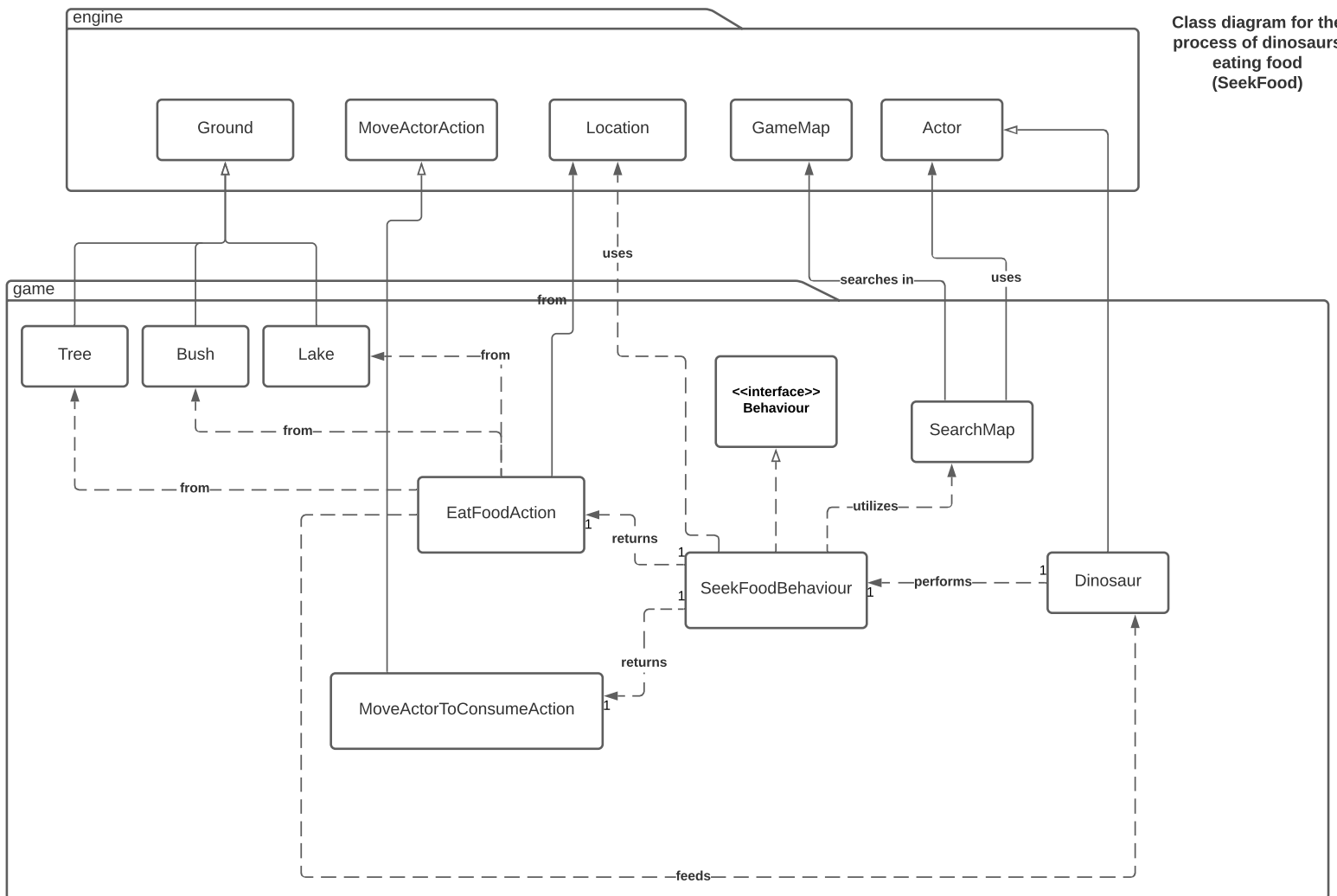








Class diagram for the process of dinosaurs eating food (SeekFood)



Updated Sequence
Diagram For
FeedVegetarianAction
from assignment 2

Note: vegetarianDinosaur is an instance variable of
FeedVegetarianAction class

Note: This sequence diagram is for the action of feeding a vegetarian
dinosaur, and it would be identical to feeding a carnivore dinosaur as
well, except instead of searching the inventory for fruits and vegetarian
mealkits, we can search for corpses, eggs and carnivore meal kits.

